

# LOADSTAR LETTER

64

40th Issue!  
Nuff Said

**Happy**

**New**

**Year**

# LOADSTAR SOFTWARE

## Compleat Series

### Games Disk! The Compleat Jon:

Eleven Games! The whole gamut of gaming is covered here: artificial intelligence, role-playing, mazes, fantasy, science fiction, education and even nonviolence (which was a radical concept in its time). These eleven games are among the best ever published on LOADSTAR. Listed on the menu in chronological order, so you can see how Jon's style changed as the years rolled by. **1581 disk #0021D3 \$20. 1541 disk #0038D5 \$20**

**The Compleat Crossword:** 220 crossword puzzles published in puzzle page published in one collection. Two hundred twenty puzzles! It uses Barbara Schullak's CRUCIVERBALIST program to present the puzzles and allows you to "mark" a puzzle when it's solved so that you know which you've solved and which you haven't yet. Each 1541 disk contains 110 puzzles. **1581 disk #0020D3 \$20. Disk one (1541) #0036D5 \$10. Disk two (1541) #0037D5 \$10**

**(C-128) The Compleat Lee O:** Six of Lee O. Clinton's best serious programs for the C128 80 column mode. Finance, auto expense, a kitchen helper, genealogy, resume writing, mutual funds! **One 1541 disk #0032D5. One 1581 disk #0017D3 \$20.00**

**Word Search! Super Star Search 1:** Enjoy working 200 original word search puzzles by Steven Thomas and Art Dudley, using John Serafino's modern point and click program. **One 1541 disk #0011D5 One 1581 disk #0008D3 \$10.00**

**Super Star Search 2:** 200 more original word search puzzles. **One 1541 disk #0040D5 One 1581 disk #0023D3 \$10.00**

**The Compleat ProseQuest '95:** NEW! A 1541 disk with all of the entries in the 1995 short story writing contest on it, including the three grand winners. Jeff Jones adds two spine-tingling novellas. **One 1541 disk #0035D5 One 1581 disk #0019D3 \$5.00**

**The Compleat ProseQuest 1:** A 1541 disk with all of the entries in the 1993 short story writing contest on it, including the three grand winners. **#610025 \$5.00.**

**The Compleat Programmer:** A best seller! More than two megabytes of knowledge crammed and stuffed onto eight 5¼-inch disks or two 1581 disks! In addition, tools, extensions, languages, assemblers, tutorials and utilities! **5¼-inch set #0005D5. 3½-inch disk #0005D3. \$20.00** For \$5 more, get C= Hacking MAG **#0006D3** (on 3½-inch disks) to complete your programming set.

**PS Graphics! Compleat PS Vol 1&2** Over 1300 artistic and never before published PRINT SHOP images. Scan through the many PRINT SHOP images sequentially, by name, or by group number. Press a key and save the graphic you want in 2-block, 3-block and even PRINTMASTER graphic files! All that plus a printed guide! Each volume is **\$20.00**. Vol. 1: C64/128 3½-inch disk **#0001D3. 5¼-inch disks item #0009D5**. Vol. 2 (graphics from past LS issues): C64/128 3½-inch disk item **#0002D3. 5¼-inch disks item #0010D5**.

**Diskfulla Card Games! The Compleat Maurice:** A compilation of 26 solitaire card games written by Maurice Jones, the acknowledged master of card game simulations for the C64/128. There's even a brand new, never before published game called Boomerang. Two 5¼ inch disks **#0007D5** or one 3½ inch disk **#0007D3. \$20.00**

**Oodles Of Stunning Art! Tutorials! The Compleat Walt:** During LOADSTAR's first ten years we have published 24 of Walt Harned's slideshows and multimedia events. Now we've gathered them into one huge collection: seven 5¼ inch disks or three 3½ inch disks! There are more than 250 pictures, including some that have never been published. It may be the greatest one-man collection of art on any computer platform. **5¼-inch disks item #070425 3½-inch disks item #070423. \$20.00**

**The Compleat Roger:** 25 educational quiz

programs, each carefully crafted by Roger Norton, an educator who uses C-64's. These programs come crammed on two 5¼-inch 1541 disks or one 1581 disk. **5¼ set #0004D5 3½-inch disk #0004D3. \$20.00** postage paid!

**The Compleat Dave:** Two 1581 disks or three 1541 disks crammed with SID music. Over 250 classic melodies from yesteryear, arranged and transcribed by the Master of Music, Dave Marquis, and now they're available in one gigantic 8-hour collection. If you enjoy SID music, you owe it to yourself to get THE COMPLEAT DAVE. Two 1581 disks **#070523 Three 1541 disks #070525. \$20.00** postage paid!

**LS Uptime Helpware** - Sixteen serious programs from UpTime. One 5¼-inch disk **#0039D5** or one 3½-inch disk **#0022D3 \$20.00**

**Songsmith** - LOADSTAR's own music-making program. With this deluxe music editor/player you can easily transcribe music from sheet music or make up your own tunes. Songsmith comes with a slick 30-page manual and a jukebox player with eight tunes. one 5¼-inch disk **#069525 \$10.00**

**Just For Fun** - Eight original games. There are arcade games, educational games, puzzle games and just games that are just plain fun on this 5¼-inch disk. **#073525 \$10.00**

**Fun Four** - Four original games. A huge maze game, trivia game, solitaire and a space shoot 'em up -- all runnable from a menu. One 5¼-inch disk **#080725 \$10.00**

**Geopower Tools:** 19 Geos utilities: Calendar Printer, Fast Format, Geo Fetch (grab any portion of a screen as a

## Geos Software

Photo Scrap), Phoenix (resurrect a trashcanned file), Programmer's Calculator are just a few of the handy tools. Side Two is filled with Clip Art (in Photo Album format) and fonts. **\$10.00** (C-64/128) item **#080525**

**Clipart!:** LOADSTAR presents a huge GEOS collection of clip art and fonts. Some of the GEOS art that has appeared on LOADSTAR, as well as some great files from GEOS fanatic Dick Estel, are available on twenty 5¼ inch disks or eight 3½ inch disks. Most of this has never been seen before! Use these graphics in your GeoPaint, GeoWrite and GeoPublish documents or convert to FGM with FGM utilities. Spiff up your GeoFAX documents with the appropriate graphic every time! Prices are \$20 for any two 3½ inch disks, or any five 5¼ inch disks. You can purchase the whole collection for \$75 for either version.

### 5¼-INCH DISKS

**Entire Collection** on 5¼-inch disks item **#0033D5 \$75.00**

**Disk 01 RAILS:** Railroad art from Europe/USA **#0012D5**

**Disk 02 VEHICLES/TAROT:** Artwork of old and new autos; excellent GeoPaint drawings of the Tarot card set **#0013D5**

**Disk 03 CLIP ART:** Includes converted MacPaint files that have never before been available in Commodore format **#0014D5**

**Disk 04 OTTAWA/PRIME CLIPS:** Artwork of the main landmarks of Ottawa. In addition, high quality public domain clip art **#0015D5**

**Disk 05 FONTS:** More than 30 fonts from past issues of LOADSTAR, plus articles (in geoWrite format) on creating fonts. Also two ready-made headers for use with your own documents, one a picture of a mail truck; the other reading "FROM THE DESK OF" **#0016D5**

**Disk 06, 07, & 08** geoPaint and Photo Album files with the great clip artwork featured on past LOADSTARS Includes GeoCurmudgeon, Anamalia I and II, Australian Animals, Valentine art and many more **#0017D5, #0018D5, #0019D5**

**Disk 09 GOODYKOONTZ FILES:** Jasper Goodykoontz, born in Indiana in 1855, produced Goodykoontz's Perpetual Calendar and General Reference Manual (A Book for the Millions). This disk includes scans from the book of a wide array of subjects Gestures and Attitudes,

Poultry, Craniology, and more. **#0020D5**

**Disk 10 OLD WEST:** Scanned Artwork from Dick Estel's FRD Software mostly woodcut style art of the old west, gold rush days and pioneer scenes. **#0021D5**

**Disk 11 J. Needy Art/Animals:** Jennifer Needy works with a wide variety of subject matter and materials. Disk contains some of her favorites, scanned into GeoPaint format. Side two is a collection of scanned artwork of animals from FRD Software **#0022D5**

**Disk 12 HOLIDAY:** Artwork for New Years, Valentine's, St. Patrick's Day, Halloween, Thanksgiving and Christmas **#0023D5**

**Disk 13 PEOPLE/FACES:** Scenes of people and faces from FRD Software **#0024D5**

**Disk 14 FRD CLASSICS:** Dick's choice of the best of the FRD collection **#0025D5**

**Disk 15 DINOS/CLASSICS:** Dinosaurs and other prehistoric beasts, as well as more first choice artwork from FRD. **#0026D5**

**Disk 16 SPORTS/MISC:** Dozens of sports related clips **#0027D5**

**Disk 17 OFFICE AND SCHOOL:** Clips to be used at work and around the house **#0028D5**

**Disk 18 MUSIC & MORE SCHOOL CLIPS** **#0029D5**

**Disk 19 SEASONAL AND HOLIDAYS:** A clip for any occasion **#0030D5**

**Disk 20 SEASONAL AND HOLIDAYS:** A clip for any occasion **#0031D5**

### 3½ INCH DISKS

**Entire Collection** on 3½-inch disks item **#0018D3 \$75.00**

The 3½" disks are roughly equivalent to two and a half 5¼" disks.

**Disk 1:** Equals disks 1, 2, 4B **#0009D3**

**Disk 2:** Equals disks 3, 6, 7A **#0010D3**

**Disk 3:** Equals disks 5, 8, 7B **#0011D3**

**Disk 4:** Equals 9, 10, 11A **#0012D3**

**Disk 5:** Equals 12, 13, 11B **#0013D3**

**Disk 6:** Equivalent of Disks 14, 15 and some bonus files not on 5¼" disks **#0014D3**

**Disk 7:** Sports, Office and school, Music **#015D3**

**Disk 8:** Music, Holiday and Seasonal **#016D3**

For your convenience, GeoViewer is included. GEOS 2.0 suggested.

**LOADSTAR T-shirts:** Limited edition Fruit of The Loom T-shirts. LOADSTAR's nemesis, Knees Calhoon, stands up to regular washing and drying. Where else can you

## Captain Calhoon T-Shirts

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# LOADSTAR LETTER

64

40th Issue!  
Nuff Said

## New Game, Nether

Computer Workshops, Inc. is pleased to announce that the first true texture-mapped, light-sourced 3D game for the Commodore 64 is expected to be released by January 1997 at the latest. After 6 months of intense development, we are able to finally make public confirmation of its impending release.

Nether places players in an ominous planetary base crippled by an asteroid and bristling with unknown invaders. Their object? Seek and destroy! Multiple levels of arcade 3-D action through gloomy corridors take players on a whirlwind solitary crusade to blast every alien into space dust.

Nether uses a revolutionary graphics engine to generate complex corridors and architectures, properly scaling them, and adding diverse lighting effects in real-time to enhance the 3-D experience. A sophisticated driver generates realistic game sound, and multi-sprite aliens are fully animated.

A shareware version will be available for free distribution from our web site and by mail. The full version is expected to cost about \$20. For the full information and up-to-date progress, visit us at

<http://www.armory.com/~spectre/cwi.html>  
Computer Workshops, Inc. invites inquiries for distribution. Please contact us at [spectre@sserv.com](mailto:spectre@sserv.com) or [spectre@deephought.armory.com](mailto:spectre@deephought.armory.com).  
Cameron Kaiser, <http://www.sserv.com/spectre@sserv.com>

## Just Received A RAMLink In The Mail That Won't Work?

By Jeff Jones. Don't send it back! Your RAMLink may not be sick at all! It may only have the sniffles. This time of year it's cold across most of the country. In Shreveport the weather is day-to-day. On the day I received my RAMLink, it was indeed cold — too cold for a RAMLink to operate properly. I relearned a good lesson last week: *Let your electronic gear warm up to room temperature before you play with it.*

My Jurassic RAMLink revision B, one of the very first, had to be upgraded in order to work properly with CMD's SuperCPU. It was torture working without a RAMLink after you've worked on one almost exclusively for years. The only time I use a mechanical media is usually to back up my RAMLink, or to copy files to and from my work disk. So when I sent in my RAMLink, I

was instantly in withdrawal. When the RAMLink arrived, I eagerly plugged it into the back of my SuperCPU and it promptly refused to work. In fact it was worse than when I sent it in. It worked, but absolutely not with my SuperCPU — no way, no how, no show, no go. Fifteen minutes later it was working better, but still flaky. It showed me that I had more RAM that was installed, and it refused to safely write and read internally. Other than that, it worked fine — especially its parallel port, which sped my Hard drive to speeds beyond a stock RAMLink with the SuperCPU installed. I tried different computers, configurations and SuperCPU units. No avail. I called Doug Cotton and we chewed it over. It should have worked. We went over every possible remedy for ten minutes and hung up. I was frustrated, but left the RAMLink plugged in because of the successful Hard drive parallel access. As the work day progressed, I tried formatting the

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## Junk Email/Junk Posts: The Scourge Of The Net

By Jeff Jones. I receive a ton of Email, about 40 megs worth this year. More and more my mailbox is invaded by the Email of people who are not customers, prospective customers, family or friends. It's junk Email, and I think Congress should ban it. Oh, I don't mind Email from companies I do business with, and related companies that they might sell my Email address to, but I do mind scam letters and postings. When I'm in [alt.sports.basketball.nba.chicago-bulls](mailto:alt.sports.basketball.nba.chicago-bulls), I don't want to read about penile enlargement schemes, get rich

quick schemes or read *repeated* pleas to come visit the people at [www.playgirl.com](http://www.playgirl.com) yet I continue to see stuff like this in the Chicago Bulls forum.

Hello, my Friend!

I offer You to spend \$5, and receive as much as \$53,000 in four -- five weeks. Many will think that it's a scam. I thought so too, even though I never saw a single posting, which said that it's a scam. Would someone scam you for 1 dollar? I'll tell you how I changed my life: One Sunday I was reading Newsgroups and saw posting about making thousands in few weeks for 5 bucks. I decided that I could send these \$5 or buy something like Whooper, fries and coke in Burger king. I mailed 5 envelopes with \$1 in each. I needed some extra cash that time and I could not get a job (I was only 15 1/2 at that time), I put many posts, but I did it only for 3 days. I went to summer camp for 3 weeks, when I came back from camp I had pile of mail waiting for me, each envelope had a buck in it. It was huge... for 5 bucks I sent...

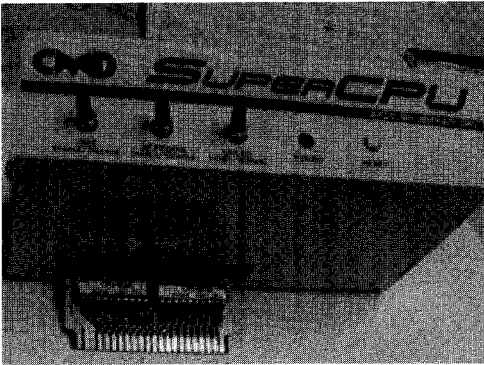
I tried to get easy money before by lottery and I was spending more than 10 dollars a week for sure. Now I'm getting new Toyota all by myself, without my parents' help. The best thing about this is that you don't have to do anything just send five

envelopes, post in newsgroups and wait for cash to come.

I've snipped the rest of this pyramid scam, but different angles from different people continue to roll into my Email box. I actually have to screen my mail now. Anything from earthstar.com, I delete without reading. These people may be reputable, but they latched onto me merely because I dared speak in a public forum. Their first Email subject line was, "I saw your post..." which made me think it was someone who wants to discuss issues further. Instead it's someone who's used my address against me.

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# Programming/Optimizing For The CMD SuperCPU Accelerator



Like other CMD devices, the SuperCPU is almost totally transparent. You almost have to go out of your way to make a program *incompatible* with it. While developing LOADSTAR with the SuperCPU enabled, we've found that the primary reason for incompatibility is the Bit Imploder compression software and the use of undocumented opcodes. A few other compressors lock up the CPU also. We've cleared Shield packer and Cruel Crunch as compatible. We don't use many others.

It's not the speed that's incompatible. A program packed with Bit Imploder will not run in 1 MHz or 20 MHz. You'll have to disable the unit. As for the use of undocumented opcodes, I have to say that I've looked at them, and there simply was never a good enough reason to use them. Having your program become incompatible with the SuperCPU and its descendants is a strong reason to ditch the slick code.

Much of the text that follows was inspired by CMD's own web page, particularly <http://www.the-spa.com/cmd/superprog.html>. Naturally I have my own comments added.

**Detecting a SuperCPU.** There are several possible methods to detect the presence of a SuperCPU on a computer. One of the more simple methods would be to check bit 7 of \$D0BC. On a stock 64, this bit would always be high (logic 1), but on a SuperCPU it will normally be set to 0 whenever a user program is in control. The following BASIC program checks this bit and determines whether a SuperCPU is present and enabled:

```
100 X=ABS((PEEK(53433)AND128)=128)
110 IF X=0 THEN PRINT "SUPERCPU"
120 IF X=1 THEN PRINT "STOCK MODE"
130 END
```

**Software Speed Control:** Forget everything LOADSTAR told you about timing loops. When we wrote that, we didn't even have a beta SuperCPU. Now that we

have it, we know that slowing down the CPU for software timing loops is simple. When writing or modifying BASIC programs, you can easily control the speed using POKE commands. This might be desirable if you have a program with fixed timing loops, such as FOR/NEXT delays. To slow down a program, you would use POKE 53370,0. Likewise, to speed the program back up, use POKE 53371,0. Here's a brief programming example to clarify this further:

```
120 POKE 53370,0:REM SLOW TO 1 MHZ
130 FOR I=1 TO 1000:REM TIMING LOOP
140 NEXT : REM FOR/NEXT TIMING LOOP
150 POKE 53371,0 : REM SPEED TO 20 MHZ
```

Even if you *don't* have a SuperCPU, it's now officially good programming practice to change all FOR-NEXT timing loop subroutines so that they conform to something like the following:

```
3000 poke53370,0: fori=1to1000:next
3010 poke53371,0:return
```

It's still a good idea to at least try to use the variable *ti*, for timing loops. No matter what speed you're running, *Ti* is counting off sixtieths of seconds. So if you want to pause for a quarter of a second:

```
3000 x=ti
3010 if ti-x<15then3010
3020 return
```

Fifteen jiffies is a quarter of a second (60 jiffies). Want to pause for any number of seconds?

```
3000 x=ti:y=delay*60
3010 if ti-x<ythen3010
3020 return
```

Just set delay to the number of seconds you want to pause. This even works for fractions of seconds. IF you wanted this delay to work for only a quarter second, set delay=.25. And since .25\*60=15, the loop tests for the same number of jiffies.

Er, be sure your jiffy clock is on. Don't disable the STOP key or STOP/restore. You don't need to do that anyway. If a person wants to break out of your program, let them.

**Optimizing:** The optimization modes supply a means by which programmers, and in some cases users, can optimize their software to operate as quickly as possible. The advantage gained by optimization can be dramatic. A simple FOR/NEXT loop in BASIC executes more than twice as fast when the correct optimization mode is

selected. Normally the SuperCPU needs to copy all of its own fast RAM contents into the slower RAM of the computer since it doesn't know where the VIC will be getting data from. If you know the VIC data requirements for a specific program, however, you can limit the amount of memory mirroring. To do so, you must enter three POKE commands: one to enable the hardware registers of the SuperCPU, a second to select the optimization mode, and a third to disable the hardware registers of the SuperCPU.

For example, to optimize a program that uses the standard text screen memory (\$0400-\$07FF) for the VIC, you would use the BASIC Optimization mode. To do this, load the program, but before running it enter:

```
POKE53374,0: POKE53366,0:
POKE53375,0
```

and press RETURN. Similarly, you can use the same method to select any of the other optimization modes. To set the optimization for a program that uses VIC bank 01 (\$4000-\$7FFF) for screen or bit-mapped graphics, use:

```
POKE53374,0: POKE53365,0:
POKE53375,0
```

To set the optimization for a program that uses VIC bank 02 (\$8000-\$BFFF) for screen or bit-mapped graphics, use:

```
POKE53374,0: POKE53364,0:
POKE53375,0
```

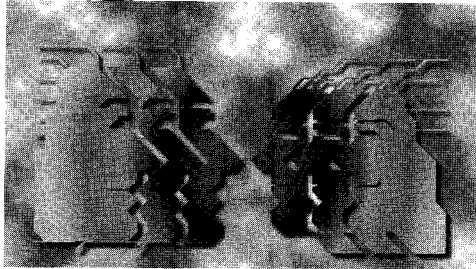
To disable any of the optimization modes after a program has finished, either reset the SuperCPU, or use these POKE commands:

```
POKE53374,0: POKE53367,0:
POKE53375,0
```

You can also use these pokes within your own programs, or programs that you are capable of modifying. Here's an example of a short BASIC program that turns on BASIC Optimization, prints to the screen, then disables optimization before ending:

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## LETTERS TO THE EDITOR



## Wrapper's Delight

Dear Jeff,

I stumbled across a document on some web page, and it indicated that the c64 received its official introduction at the Summer CES, May 1982. It didn't say the exact date, but at least it would be a 'birthday' in the sense that the world first had official notice. Hope it helps.

I officially tried out the Wraptor v2.0 found in the LS 148 pass-thru issue. I must say, after overcoming my initial disappointment with the user interface, the compression algorithm is very impressive indeed! Many accolades must go to Mr. Lucier for his fine work. I assume he implemented the LZW compression protocol?

For comparison, I compressed a subdirectory consisting mainly of text files with a few binaries. The CKit compressed the subdir to 3,759 blocks, while the Wraptor did the same thing by reducing it to 2,489 blocks, for a savings of 1,270 blocks! One thing's for sure—RLE compression on a small sample size simply pales in comparison with better compression protocols such as LZW and a larger sample size.

Granted, text files lend themselves to compression, but still, the results were impressive. There is one gripe, though—I was wondering as to how to switch subdirs on my native partitions? The CD: <backarrow> does not work, namely, the backarrow does not show up. This requires me to set up the directories and partitions well in hand before I run the Wraptor program.

I've always looked for a program that compressed and backed up my files, but would recognize all of my CMD peripherals. Only the Ckit came close. Wraptor, despite its user interface shortcomings, exceeds it! Thank you for the program, and best wishes for the continuing success of LOADSTAR.  
Todd Elliott  
CMD Nirvana Enthusiast!

Jeff: It was Bernard Sussman who wrote me and asked me when the birthdate of the C-64 was, and I knew that if I tossed it to comp.sys.cbm, *someone* would answer it. Thanks bunches.

Wraptor is very good. When we purchased it, we had no idea how good it was, and I must confess, probably underpaid Bill for his work. I believe Bill used LZS compression. This stuff is beyond me for now.

Try `cd:/` to move to the root directory instead of the back arrow.

## Spontaneous Solution To A Long-running Tech Support Nightmare

First Email:

I am having problems with printing the CBS list from LOADSTAR #149. I have a Star printer, Epson compatible. It isn't that it prints wrong, it just doesn't print at all. I seem to remember there was some system for printing LOADSTAR text, but forgot just how it works. Any suggestions?

I am having a ball with "Rainbow Printer." It is the tops! Oh yes, I have an Epyx Super Graphic interface. Tried various settings but none seem to make any difference.

Second Email:

Jeff, finally figured it out. I think it might be helpful if in the future you had a brief explanation for people who don't have C= compatible printers. First, I set my interface at "Pet Ascii". When the program apparently "jumped back" to the menu, in the past I had decided something was wrong, and gave up fairly soon. Today, I waited several seconds, trying to figure out what to do next. Eventually, the printer came on. So, one of those "please have patience" notes would be useful.

From: [jpnan@prairienet.org](mailto:jpnan@prairienet.org)  
Jean P Nance

Jeff: About five people have complained about the direct print from disk feature of the presenter. The routine just decompresses the file to printer instead of memory, but some rare systems seem to have problems with it.

In your case, it looks like a slow system. I must apologize. At LOADSTAR, we have fast CMD systems, I've always printed from disk from my RAMLink or hard drive. Maybe rarely my FD-4000. The first time I tried it on a

1571, I was appalled — and that was *with* JiffyDOS. Depending on the size of your printer buffer, there can be a considerable delay before printing begins on slower systems.

## The Most Asked Question About Dave's Term

Dear Jeff:

I found your homepage. I also have enjoyed the LS128's I've gotten. I recently got (finally) a RAMLink and being an old DesTerm user have looked at my options in terminals. I was delighted to see Dave's Term and was hoping that it would work for me. It looks good; even has a good 'feel' to it like DesTerm does. There is only one problem (I guess I am assuming that it WILL work with RAMLink as most all of your software does) and that is that Dave's Term doesn't work with SwiftLink. The compression modules look very useful and I plan to use them. Are you planning to have someone make a SwiftLink module for Dave's Term? If so, I'll see the race between it and DesTerm 3.0 :) Also there was a mouse module on the first disk, but my CMD SmartMouse doesn't seem to work with it - the left button will act as return, but rolling the mouse doesn't affect anything.

Thanks for a great magazine(s) and I plan to maintain my subscriptions for as long as you publish.

Mike Dewald, near Athens GA  
From: [dewald@athensnet.com](mailto:dewald@athensnet.com)

Jeff: Dave's term is a great system, much more than a mere terminal program. There has been a great call for an upgrade, possibly the greatest calling I've witness in the history of LOADSTAR. The author is capable of implementing a SwiftLink Protocol in his code. His only problem is that he doesn't own a SwiftLink. Fender and I tossed around the idea of buying a SwiftLink for him, but that wouldn't guarantee he had the time to re-visit his source and write the code.

Jeff Uddenberg:  
LOADSTAR LETTER  
Reader Of The Month

Hi Jeff,

I am very happy to be picked for such a cool honor! I started my computer interests with a Timex Sinclair years ago, even wrote some small games for it. Life has its way of

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(Continued from page 3)  
changing priorities and until about 4 years ago, most of my computer interests were satisfied by using friends and store/library computers. Once I started on the Commodore, I found access to many different ones and I grabbed them up when ever I could (moneys permitting). I was looking for a music writing program to help me with sheet music for a few songs that I put together. (20) I have since gathered about 30 64s 5 VIC 20s 7 128Cs pet 4032 plus 4 and many different parts of hardware including an A500 and many different obsolete clones starting with XT's to the 486. Oh yeah and an old fat Mac! I was given a school's library of educational software and would like to find a good and useful home for it (that is a large part of the software in the pictures). I am not trying to sell it, just get it a good home/school. I have used the Internet for a year and a half with my 128D and have learned very much about all systems (enough to know I don't know very much). My 128 has taken care of my cafe business and helped teach my kids how to use computers without fear. (cool concept) I have some early LOADSTAR disks (30, 33) while reading these I wished there was a continuing growing interest in the ole Commodore and then I called LOADSTAR and found that there was many just like me. I have since grown in knowledge and awareness to a side of life I thought was gone forever.

I have a wife, Sherry, who does all the work, and my three daughters, Amanda 10yrs, Erica 8yrs, Chance 7yrs, who make all this living worth it!! Hobbies are outlaw street racing, Hotrods, Riding Harleys (45 flat and a 1000 sportster), computers, all aspects (someday to program I hope) hunting, swimming, CB radios, eating too much (350 lbs), flying kites. My 3 kids and I have a blast with computers and I sure do appreciate LOADSTAR and all others that still support a dynamite



package like the 8 bit commodores that I have grow so fond of. Later,  
*Jeff U*  
*pln5970@montana.com*

**Jeff Jones:** If you want your name in lights as the LOADSTAR reader of the month, just send me a photo and a bio. While I prefer Email to [Jeff@loadstar.com](mailto:Jeff@loadstar.com), you can send hard copy to

*LOADSTAR Letter*  
*606 Common Street*  
*Shreveport LA 71101*

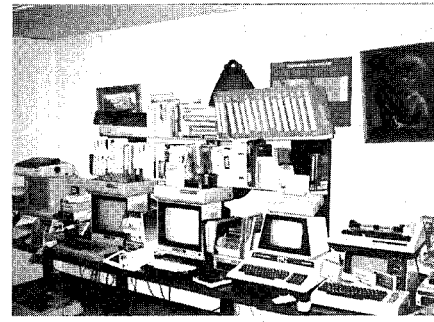
## Fuzzy About SCSI

Dear Jeff,

This is in response to the letter from Jerry Gossett in LOADSTAR Letter #39. I feel a strange compulsion to make some corrections ☺.

A SCSI device will connect to any computer with a SCSI port. In fact, SCSI Zip drives are marketed primarily at the Macintosh crowd. Calling a Zip drive an IBM drive makes about as much sense as calling an RS-232 modem an IBM modem. Many people do, but like the SCSI Zip drive, it is generic. It will connect to most any computer, not just those made by IBM. I guess I just don't understand why people keep doing that.

Jeff also stated that the SCSI Zip drive should have a SyQuest mechanism. SyQuest has absolutely nothing to do with Zip drives. They make competing products, but go under a totally different name. The nearest thing to a Zip drive from SyQuest is the EZdrive which I believe has been discontinued in favor of the EZflyer, a 230MB rigid disk drive. Whole heartedly saying to get one over another is foolish. The two products, while to the user perform the same tasks, as are different as night and day on the inside. In particular, SyQuest drives are for all intents and purposes hard disk drives. The cartridge contains at least one rigid



disk platter with a trap door for the heads. The platters spin at high speeds and the drive performs about as fast as a real hard disk.

However, consider this: The SyQuest cartridges, being actual hard disks, are quite fragile. One drop and you can kiss the cartridge and your data goodbye. Don't knock or hit the SyQuest while it is on or you might even lose the drive. Although the SyQuest cartridge is sealed by a trap door when ejected, if any dirt, dust, or belly-button lint should get inside, it is certain doom for everything.

The Zip drive does not suffer from these problems. It is a very different animal. It is for all practical purposes a high capacity floppy disk. You can treat it pretty much like any other floppy disk. That convenience does have a penalty however, and with a Zip drive it is speed. The Zip disk only spins about half as fast as a SyQuest drive, which means slower access and data transfer rates.

Which product is right for you? Well, it really depends. The EZflyer has about 2x the storage and is faster. The cartridges are mildly portable, but need to be handled carefully and not exposed to dusty environments. If speed is important while portability is not, then I agree, SyQuest is the way to go. However, Zip drives are 100Mb: plenty for the average Commodore user and there is more where that came from. Speed most certainly isn't important to us, the serial bus is the limiting factor for the Commodore, not the drive. Portability and reliability is therefore the only plus for Zip drives as far as CBM'ers are concerned. But how much portability do you really need? Probably not much. C64s are more the exception than the norm, C64s with CMD HDs even less so. Well, it looks pretty much like an even race then, doesn't it. Well, not really. There are two more things to consider. The first is product availability. Zip drives are everywhere. They have for the most part established themselves as *the* standard for high capacity removable media in part

(Continued on page 13)





# 

another site, or have a graphic of yourself online. I don't even want to consider what the bill would be for my pages - I'd be broke! If you're using an Internet provider that allows you to have a home page, there's no need to spend money letting someone else put it together for you. After all, we're Commodore users - we know how to save money and do things ourselves. So with a little

displayed by Lynx, the browser used by many Commodore users to view websites, but they're still available for use.

**Creating A Home Page:** When I write, I prefer to type my thoughts and then go back to format the text later. This keeps the spell checker happy, and it keeps the formatting commands from interrupting the flow of my writing. Let's begin exploring HyperText by using something already written, and add HTML tags (HyperText commands) as we go along. In geek speak, we would call this "marking up the page," but let's not speak geek.

When creating a home page, the first file to write is an "index" file. Most web browsers find and display the index.html file as a default when it isn't given a specific page designation. This index file is a starting, or jumping off point from which you can send readers to other pages you may create, or other places on the Net. The "index" is usually the first introduction to you and your website, and it's important to make a good first impression. Let's start with a typical home page and add formatting as we go along, and have a bit of fun while we're at it. Jeff has decided he wants to create his own home page. He wants to call it a dungeon since he feels so overworked and never gets to have a "play" on the Internet. Jeff's first paragraph will introduce us to him and to the theme of his website.

*Jeff's Dungeon*

*Introduction*

*Welcome to my dungeon. My name is Jeff Swift. I work at ACME Wax Museum in the Drip Department. I'm so overworked I rarely get the chance to web browse, but I decided to create this home page anyway. This site is dedicated to fans of the Commodore 64 computer, the best computer ever created.*

What things can be added to this plain text to make it come alive? There are seven basic formatting additions that can be used. Can you spot them? Looking into the bag of HyperText tricks (er, tags), the first HTML item that can

*(Continued on page 6)*

By Gaelyne R. Gasson. This is a primer on creating WWW home pages from the point of view of Commodore users.

My home page on the World Wide Web is probably the closest that I will ever come to having a Bulletin Board System. It includes many features that I'd want to include on a BBS, like activities to participate in, files to download, and information about Commodore computing. I feel I have an advantage though. If I were to have a bulletin board, I'd want it to be run on the best system possible for the Commodore. That would mean giving up the use of my favorite equipment like my CMD RAMLink, SwiftLink and hard drive. I'm generous with my time and efforts, but when it comes to my Commodore equipment, I guess you could say I'm greedy - I don't want to share it! I'd also want my BBS to be online and available 24 hours a day, which would mean installing a dedicated telephone line. I can't really afford this option. So for me, having a home page gives me the ability to share with other Commodore users while using someone else's hard drive space and telephone line. Visitors also benefit, as anyone around the world can drop in and check it out without spending money on long distance charges.

A recent advertisement in the comp.sys.cbm newsgroup offered "free" home pages to users, but charged an eye-popping \$10.00 Canadian per extra item. Extras of course, are what the World Wide Web is all about. These are any "links" that visitors would click on. This means that if you want visitors to be able to send you Email from your "free" home page, you'd have to spend \$10. Add another ten if you want to offer a link to

work, you too can have something on the World Wide Web - without paying a fortune for it.

**HyperText:** World Wide Web pages are created using something called "HyperText". When I hear the word, I think of text that has become alive and jumps around a lot. That's not its literal meaning, but when using HyperText to create a World Wide Web page, the description is close to the mark. The text viewed on the screen has words or sentences highlighted, and when reading text in this format you can jump (or move) to other areas of interest. Hypertext is used for more than this though. It can be used to format text so it's displayed in an easy to read manner. Formatting options can be added to text giving it a fresh uniform appearance, such as titles, headings, list creation, etc.

HyperText Markup Language (HTML) can be thought of as the equivalent to embedded commands used within a word processing file you wish to print. Instead, the words and formatting will be printed to the screen by a program that displays HyperText, such as a WWW browser. You can use just about any text editor or word processor to create HTML files, as long as the file can be translated to ASCII. And since HTML is text, there's no reason a CBM program to display HTML couldn't be written, but I digress.

What kind of things can HyperText do? You can add titles, headings of varying sizes, unordered, numbered or definition lists, bold, italics and even fonts to your words. When displayed by a web browser (or any HyperText capable program), the text on the screen is shown the way you've formatted it. Not all of the above features can be

# Anchors Continued

be used is <title>. This will cause the words "Jeff's Dungeon" to appear in the top right corner of the screen. Next, he can treat the word "Introduction" as a heading so it will be displayed differently from the rest of text. The remaining additions may not be obvious, but if you've spent much time web browsing you may be able to find them. Since you can use HyperText to move the reader from one location to another, the remaining changes are to add links to the items mentioned in the paragraph. The five items are: Jeff Swift, ACME Wax Museum, Drip Department, web browse, and Commodore 64. Each of these may have other web sites that Jeff can send the reader. Additionally, he can create other pages (i.e. files), such one with personal information about himself.

After adding the HTML tags the same text would look like:

```
<title>Jeff's Dungeon</title><p>
```

```
<h1>Introduction</h1><p>
```

```
Welcome to my dungeon. My name is
<A HREF="jsmith.html">Jeff Swift.</
A> I work at <A HREF="http://
www.wherever.com/~acme/
waxm.html">ACME Wax
Museum</A> in the <A HREF="http://
www.wherever.com/~acme/
drip.html">Drip
Department.</a> I'm so overworked I
rarely get the chance to <A
HREF="http://www.yahoo.com/">web
browse,</A> but I decided to create this
home page anyway. This site is
dedicated to fans of the <A
HREF="http://www.msen.com/~brain/
cbmhome.html">Commodore 64</A>
computer, the best computer ever
created.<p>
```

Not a very pretty sight, is it? The "addresses" or links displayed are called URL's. URL means "Uniform Resource Locator", and is a shorter (and geekier) way of saying "address". You might have noticed that Jeff's personal page doesn't have a complete URL. Since his personal page is in the same directory as his index file, the complete URL isn't needed.

When viewed by a program that interprets the marked up text, the links will be highlighted or numbered. Click here to View Jeff's Dungeon with your

browser.

Jeff's Dungeon

Introduction

Welcome to my dungeon. My name is Jeff Swift. I work at ACME Wax Museum in the Drip Department. I'm so overworked I rarely get the chance to web browse, but I decided to create this home page anyway. This site is dedicated to fans of the Commodore 64 computer, the best computer ever created.

Lets go over the HTML tags we've just used:

HTML tags can be in either upper or lower case. You probably noticed that most commands including <title> have an "on" and "off" switch. The off switch consists of a "/" before the text in the tag, such as </title>. This lets the display program know when to begin displaying text in a specific format and when to stop displaying in that format. The programs that display HyperText rely on the file name to tell them if the file is in HTML format or not. When Jeff added his personal page, he used the extension of ".html" so it would be displayed correctly. If he had used ".txt", the browser would have displayed it as-is, without formatting the text in anyway.

<title> and </title>

Displays the title of the page in the top right corner of the screen when viewed with Lynx.

<p>

This designates the end of a paragraph, similar to the way some word processors mark paragraphs. The browser programs add a blank line after the paragraph tag. This isn't always something you will want, as there are times when you will want the text to appear on the next line, such as for your postal address. The command for this is <br> which means break. The <p> and <br> commands don't have an "off" switch.

<h1> and </h1>

This is the first level of "heading". Headings can be used to separate key points from the rest of the text. This is like when you use an outline format

where the boldest points are at the beginning. You can only have one <h1> command in a text file, but you may have other headers in ascending order from <h2> through <h6>. The larger the number, the smaller the significance of the header. Lynx displays text within headers separate from other text. Other browsers act on the numbers shown and display the text in larger or bolder fonts. I've noticed that lynx does tend to follow this trend, but it's most noticeable by the space(s) shown between the heading text and the rest. Some versions of lynx display headers in reverse video.

<A HREF=

This is the beginning of an "anchor", the highlighted text that's used to send readers to other text. The entire anchor looks like:

```
<A HREF="http://personal.html">Jeff
Swift.</A>
```

An anchor has three (3) parts:

1. This first part lets the browser know an anchor has begun and gives the actual URL (where to send the reader):

```
<A HREF="http://personal.html"
```

2. The next part of the anchor shows where the URL stops and the descriptive text that is to be highlighted:

```
>Jeff Swift.
```

3. The last part of an anchor designates the end of the anchor and stops the highlighting of text:

```
</A>
```

**More Details about Anchors:** The URLs used in an anchor don't have to begin with "http://" (the format for HyperText on the World Wide Web). You can include other types of resources such as ftp, gopher, wais, news or telnet. We'll get into these next time. ☐



# Desktop geoPublishing Part 3: Placing Your Text

By Scott Eggleston. In this third installment of our series concerning geoPublish, we are going to layout our text in Page Layout mode. This is probably the simplest step in geoPublish, requiring little effort.

First, of course, you must have your text in geoWrite format. You can compose it in geoWrite (my least favorite method), or use another word processor and convert it. In the first part of this series, I mentioned how to do this with The Write Stuff, or other word processors that save files in the ASCII or PetASCII format.

Once the files have been saved as a geoWrite file, you must place that file on the same disk that your geoPublish file resides. Every time you reformat your page, your text files will be altered. Remember, geoPublish does not stash the text within itself, but uses the original geoWrite file you created, so don't delete it!

Next, go into your geoPublish file and enter Page Layout mode from the 'mode' option on the command bar. You'll notice that your guidelines created in Master Page mode have been preserved for your use in this mode. You should also notice the square toolbox on the left has remained the same size, but now has fewer tools to choose from.

The first thing you need to do is create some text regions to place your text into. Click on the "Open Region" (the dotted-line box) tool, which is just right of the pointer tool. This will give you a set of crosshairs which allows creation of a region of any size. If

you've planned ahead, you can simply create regions which directly correspond with the guidelines made in Master Page mode. To get your crosshairs to attach right to the guidelines, activate the "snap" feature located in the "options" menu on the command line (or just press the Commodore key and 'S'). This feature can be toggled on and off, and is invaluable when creating layouts.

You may have noticed in Master Page mode that you were not allowed to put your guidelines as close as you wanted to each other. In Page Layout mode, you can get your regions as close as you want. Using the X/Y coordinates located in the lower left corner of the screen will aid you in this precise positioning. Use the cursor keys instead of your mouse or joystick for pixel-by-pixel movement of these boxes.

Like any box created in geoPublish, it can be moved or resized. Just select the pointer tool, click on the region, and those familiar tiny black boxes will appear in the upper left and lower right. The upper left box, when clicked upon, will let you move the region, while the lower right activates the resizing.

Create as many or as few regions as you feel like. I have never really found a limit placed upon this feature (aside from the random crash which can never be explained), so go crazy.

Once you have a layout you like and want to use again, you can save it in your Page Layout library. This is just like the library used in Master

Page mode covered in the last issue. To get there, just click on "library" which is found under "file". From here you can save the layout for future use, or load an existing one.

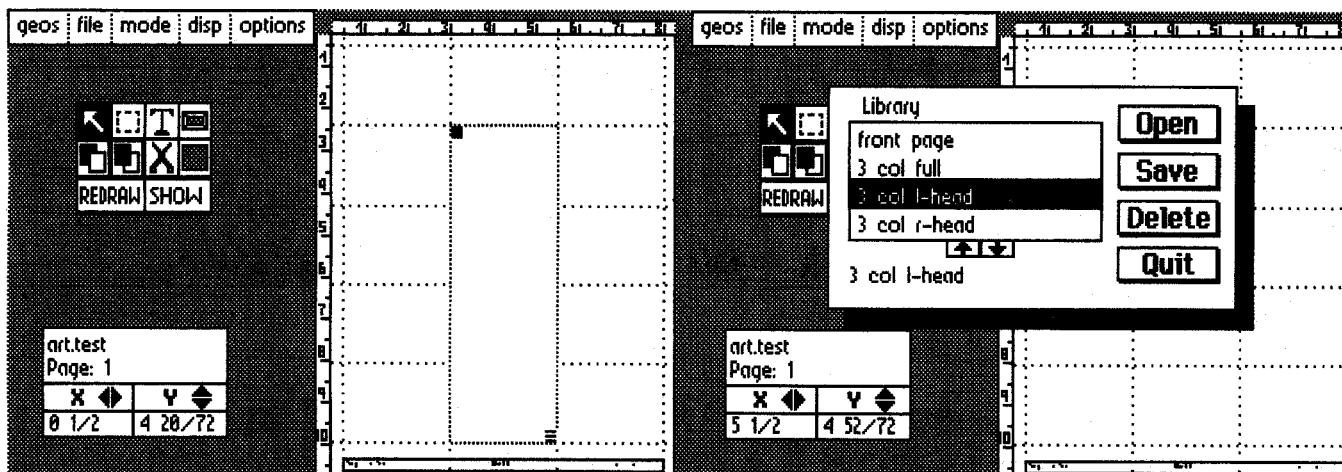
Now you can place your text. Click on the 'T' tool, and a list of geoWrite files on your disk will come up. Select the one you want to place, and choose 'open'. This file can now be slapped into any region(s) you choose. To do this, take your pointer and click on one or more open regions. A broken-line pattern will appear in each of the selected regions, letting you know it's there, but not yet reformatted (or "rippled") to fit the page.

If your file is larger than the regions you placed it in, it can be automatically continued on another page. Just go to the page you want the file to continue on, and repeat the text placement process. Note that this only works within the same geoPublish file. You cannot "connect" geoWrite files between two different geoPublish files.

When you are ready to reformat your page with your changes, click on "SHOW" (found in the toolbox), or go to a different page. All text will then be rippled, and the broken-line pattern will be replaced with a diagonal-line pattern. If your geoWrite file cannot completely fill a respective region, the pattern will stop where your text would cease on the page.

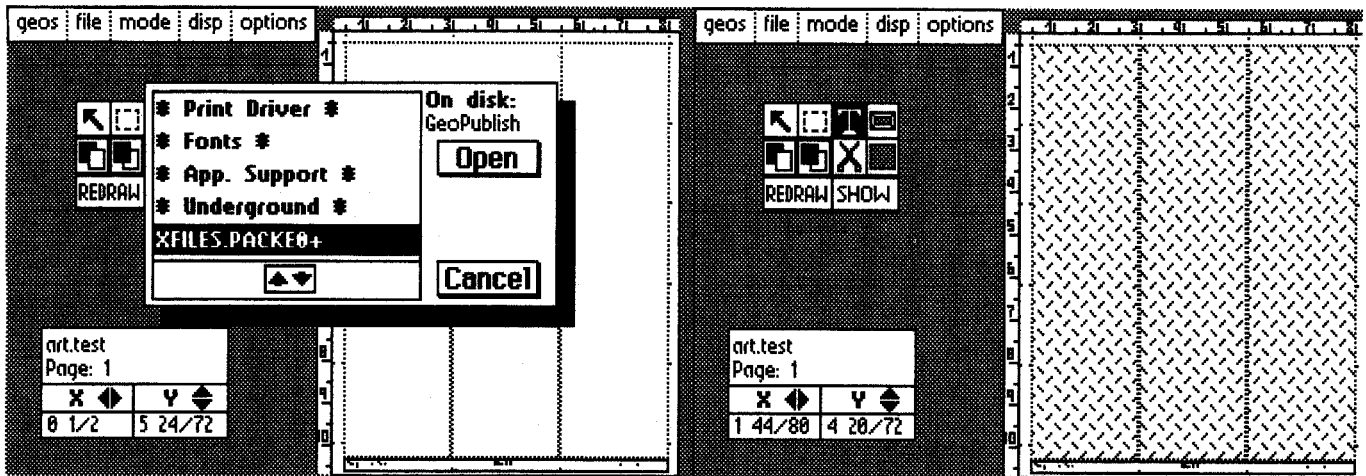
What if you want to edit a certain text file? Do you have to exit

*(Continued on page 8)*



A sample region is created, "snapped" to existing guidelines.

A pre-made layout is selected in the library.



To place text, first select a geoWrite file with the 'T' tool.

The result of placing the file in three open regions. Notice the overlap.

(Continued from page 7)

geoPublish, and enter geoWrite? Nope. There is an editor in geoPublish which is a scaled-down version of geoWrite, and will be very familiar. This feature is located under 'mode' in the command line under (you guessed it) 'editor'. Just click on a text region you want to fiddle with, then open the editor. Once your changes are made, just exit with 'quit' as you normally would in geoWrite.

There are some other tools in the Page Layout toolbox that should be noted, not all of which are useful. There is the Bitmap Placement tool (upper right of the toolbox), which this author feels is the worst way to place a bitmap. You have none of the cool features (pattern adjustment, rescaling, etc.) found in Page Graphics mode. If you want bitmaps in your document, create space for it with Open Region (which properly displaces your text), and place it in Page Graphics mode. This is also the best way to create space

for headlines, titles, etc.

The next two tools are Foreground and Background, which can move bitmaps in front of, or behind each other. Since I dislike using bitmaps in Page Layout mode, I recommend you use these features in Page Graphics mode where they are more useful.

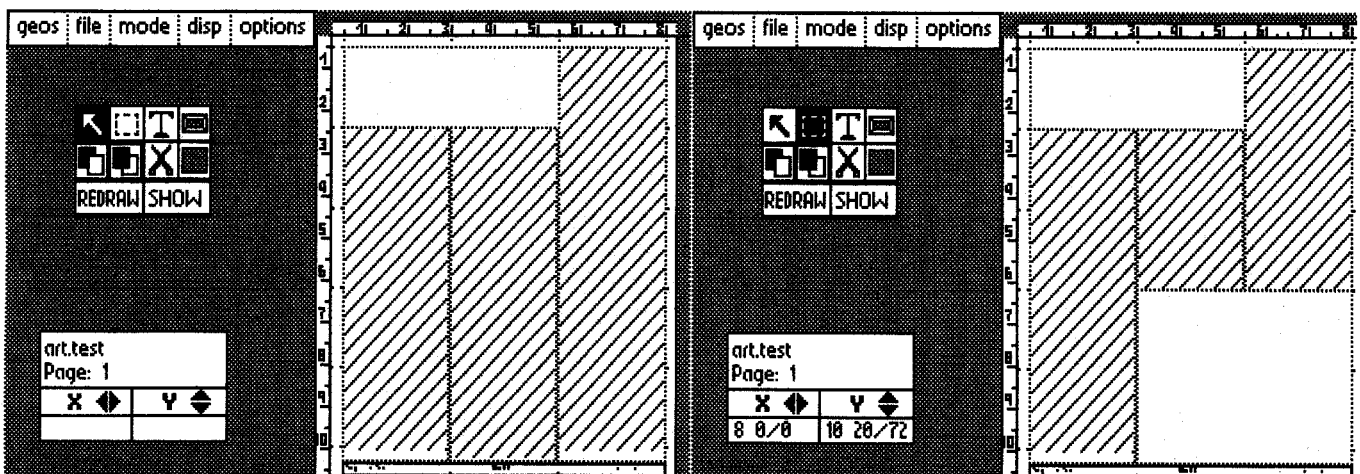
Two more tools exist which are very helpful in dealing with existing open regions. The first is the 'cut' tool (indicated by a pair of scissors), which will remove a selected region entirely. Once a region is deleted, all other regions of text will "unripple", becoming filled with the broken-line pattern once again. Like before, the text will reformat when you move to another page, or 'SHOW' is selected.

Another region tool available is 'clear region' (represented by a filled box), which will remove the contents of a selected region. This is helpful for those times when you need to move a

particular text file, or just want to be rid of it, while preserving your layout.

The last tool in the box is 'REDRAW' which simply redraws the screen. I have rarely used this, as the screen will redraw itself anyway after updating with 'SHOW'.

Page Layout mode is the easiest of all the modes to master. It is best suited for text placement only, with graphic elements more effectively added in the final mode, Page Graphics. That, however, is another article, for another issue—the next one. □



The text file after reformatting or "rippling".

Another region is created for bitmap placement in Page Graphics

## Comp.Sys.Garage Sale.CBM

by Scott Eggleston. It's no mystery to many of us that cheap Commodore booty can be picked up in any number of thrift stores or garage sales. That is, run-of-the mill stuff can be picked up. No one should ever have trouble finding a 64 or a 1541 drive. It is less likely, however, that you will find rare or more sophisticated hardware (or any software) at such places. I've never seen a RAMLink, a 1581, or even a copy of GEOS at Joe-Bob's Thrift Palace.

The best place to turn for such items is (surprise!) the Internet. On Usenet, the world-wide BBS, lies a newsgroup devoted to just us Commodorephiles. It's called comp.sys.cbm, and you can post and read all types of questions and answers regarding our favorite machines. It's a wonderful way to get information on the latest or most ancient Commodore stuff.

It's also the best electronic garage sale there is. Users from all over the U.S. and Canada post stuff for sale on a daily basis. You'll see hardware, software, magazines, and books. Common stuff, rare stuff, useless stuff, and priceless stuff will all appear sooner or later. You may have to exercise patience to get what you want for the price you want it, but chances are it'll happen.

After reviewing LOADSTAR's "The Compleat Walt" for the Underground awhile back, I was determined to get an Animation Station graphics tablet for use with Advanced OCP Art Studio. I had bought this excellent program many years ago, but never quite had the best input device to use with it. Joysticks are not the best for any art program, and the "mouse" driver was anything but. No, according to Walt Harned, the AS pad was the best. So I went looking.

First, I tried asking for one on comp.sys.cbm, but never got an answer. I heard from people who wanted to sell me a Koala Pad (inferior to the AS version, Walt says), for \$15-20, plus shipping. I didn't bite. Taking a cue from our famous sports figures, I held out.

Many months later--paydirt! A user with a Delphi e-mail address was selling two AS pads at \$12 each,

shipping included! After exchanging a few messages with the seller, I sent my check, and received my new toy only a week or so later. It worked great, and I am more than pleased with my new find.

Obviously, purchasing anything over the Internet from someone you don't know can be risky. There is always a post somewhere from someone who got burned. They either didn't get anything for their money, or what they got was broken due to poor packaging.

If you do want to buy from someone through comp.sys.cbm, here are a few tips. First, exchange a few electronic mail messages with the seller. This is a good way to get a feel for his or her personality. If they come across as snotty or condescending, you might not want to send them your money. Crooked folks can always come across as nice (especially in a composed message), but few people will want to rip you off for something under \$20, which is what a lot of stuff will cost. If the sum is much greater, then so is the risk.

Another good way to protect yourself is to frequent comp.sys.cbm, and see who the regulars are. Someone who posts quite a bit does not want their reputation ruined, which could blacklist them from the newsgroup for quite some time. Almost all disgruntled buyers will post the offenders name or e-mail handle, warning others about their crooked practices.

As mentioned before, patience will always get you the best deal. Lusting after any product (by asking for it in a post with many exclamation points) may get quick results, but will not get you the best deal, especially if the seller senses your over-enthusiasm. Wait for the product to come to you, and you'll fare much better.

In the end, you are always taking a chance, and there are no guarantees. I'd recommend buying low priced items, but if you have to have that hard drive...it's ultimately up to you. I think it is safe to say that most crooks have moved on to more lucrative platforms. The Commodore family is tight-knit enough to keep out most bad deals, and there is a lot of good stuff they want to pass on to someone who will appreciate it. If you haven't yet hopped on the Internet, here is yet another good reason. It may be the only way of

getting that Promenade EPROM burner you always wanted. ☐

## The Central Coast Commodore Users Group

(CCCUG) November, 1996 newsletter is now available at the following URL:

<http://www.slonet.org/~rtrissel>

We are only going to retain 12 months of newsletters on our Web site. We will keep the October, 1995 available for a few days. However, after that, the old June-October, 1995 newsletters will no longer be available for reading or downloading. If anyone wants an e-mail copy of any of the old newsletters, send me a request at:

rtrissel@slonet.org

Dick Trissel

Vice-president, CCCUG ☐

## Who Is Style?

by Elwix. Style consists currently of: Elwix, Firefoot, The Wiz, DW, and Repose (mainly coders), Alter Ego, PK, Deathlok (mainly artists), Sphere, Warnock (mainly composers) Massive Onslaught, Decomp (mainly NTSC fixers) Ray, Randy (mail swappers). I myself have never seen the face of any other Style'er, and vice versa. Picture-swapping is simply something we've never worried about.

Our last demo was Etch-A/Style, well I think it's a cool & stylish demo that everyone oughta feel some connection to due to it mimicking that old toy... it's got some good art and it's user-interactive (ya can make yar own pictures with it!). BTW it was The Wiz who coded this demo and had all the ideas for it. ☐

## Your Basic Reset Switch

By Scott Eggleston. Reset switches should be standard equipment on all our computers. They are just so dang handy, I don't want to live without one. On a 128, you have one built in, just south of the power switch. If you own a RAMLink or RAMDrive, then your 64 has one as well. An Action Reply or other utility cartridge will also give you this option. If you have none of these, the following instructions will give a built-in reset switch for your Commodore 64 for around \$3.

Originally, I had a Super Snapshot v5 plugged into an Aprospan cartridge port expander, which has a reset switch. Unfortunately for me, my young daughter has grown big enough to reach the SSv5. You can imagine my horror when I caught her pulling on this irreplaceable piece of hardware! With Melanie discovering her newfound reach, I could no longer afford to have the cartridge in a vertical position. I had to ditch the expander--along with the reset switch.

The SSv5 claims to have a reset mode (pressing the Commodore key, followed by the big button on the cart), but it isn't a true reset. It resets the computer (most of the time), but not the drives. No, I needed a real reset, built right into the Commodore's case.

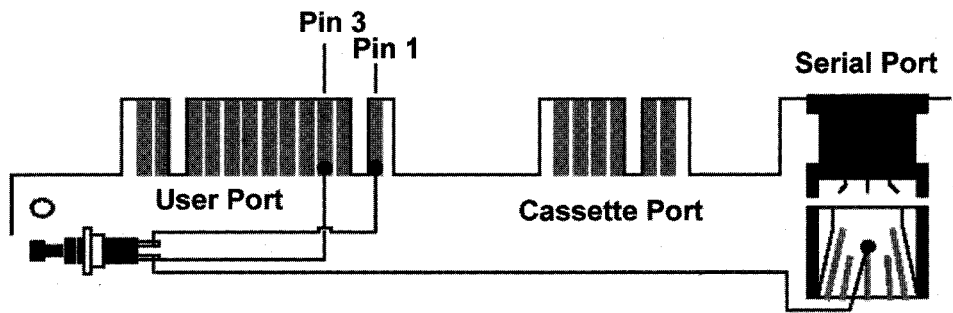
Materials for this project are few and easy to come by. Here's what you'll need:

- 1 Momentary contact switch (normally open)
- 2 Short pieces of stranded wire (approx. 3-5" long)
- 1 longer piece of stranded wire (approx. 5-7" long)
- soldering iron
- solder
- screwdriver (Phillips head)
- drill or narrow scissors

As usual, the LOADSTAR Letter cannot be held responsible for any damage to your computer or yourself (those soldering irons can give ya a nasty burn!), so proceed with this project at your own risk.

First, you need to remove the screws from the bottom of your computer, and separate the keyboard from the bottom of the case. This involves removing a 19-pin connector from the left side of the motherboard, and a 3-pin connector from the right. The larger one may take a bit of prodding with a screwdriver to come off, but they should separate with ease.

Next, pull the shiny cardboard away from the motherboard, so you can see what



Top View Of Upper Left To Middle Of C-64 Motherboard Rear view

you are doing. You can then remove all the screws that attach the motherboard to the lower plastic casing, which is then easily separated.

Locate the user port connector on your bare motherboard. This is found in the upper left of the board. Find pins 1 and 3. Pin 1 (Ground) is to the extreme right of the connector (and is marked by a small "1"), while pin 3 (Reset) is two pins to the left.

Take your solder and soldering iron and make a small bead of solder on the southern tip (the side toward the motherboard) of pin 1 and 3. After the beads are formed, reheat each one, inserting one end of each of the shorter lengths of wire within the bead. When finished, you should have two wires with one end soldered to pin 1 or 3, the other end unattached. In other words, if you have one wire with one end soldered to pin 1, and the other to pin 3, you blew it!

The next step is to locate the serial connector, also on the rear of the motherboard, toward the middle. There are two black, box-shaped connectors in this location that could easily be confused. The serial port is the one with six pins.

Pin 6 (drive reset) is located in the center of the connector, and is the easiest pin to get to from the rear. Solder a bead on this pin as before, then reheat it, and attach one end of the long strand of wire.

You should now have three loose strands, one long, and two short. Take one end of the short wire soldered to pin 3 of the user port, and twist-connect it to the end of the long wire. These are the reset lines, one for the computer, one for the disk drives.

Take the momentary switch and solder the combined wires to one switch post, and the single wire to the other. It may be a

good idea to power up your system for a test, to see if the connections are good, before going any further.

You are going to need a hole in which to mount your switch, which can be anywhere you choose. I like the left side of the bottom casing, toward the rear, so I mounted mine there. Simply drill an appropriate size hole (if you're not sure, look on the package your switch came in), push the switch through it, and fasten it on the outer side with the included nut. If you don't have a drill, some narrow scissors rotated back and forth (quite a few times) should work on the soft plastic.

This rear location is also a favorite spot for the JiffyDOS switch, so you'll want to put your reset switch as close to the other as you can. You'll discover why when you place the motherboard back into the case, and the keyboard connector smacks into your new switch. I had to bend the posts of my switch toward the back of the case, in order to avoid this conflict. The switch also needs to be placed high enough that it doesn't interfere with the motherboard itself.

It may also be a good idea to mount the switch in the hole before you solder the wires to it. This way the switch is held firmly for your operation. That's it! Now, whenever you need to reset your machine, just press the little button, and you're set. Now you can have this cool feature without having to invest in expensive hardware.

Credit for these simple plans should go to Kenneth Crowe of Scottsville, Kentucky. Kenneth sent me a short letter with the basic instructions contained within a paragraph (found in the 'Rumblings' section of Underground #14). This article is a result of my experimenting with his idea. Thanks Kenneth!

RAMLink partition, and it suddenly worked. Hold on! *Everything* was suddenly perfect and stayed that way for an entire week. The only thing Doug and I can attribute this to was that the RAMLink was cold. After days in UPS warehouses and cargo bins with no life support, the RAMLink was thoroughly below operating temperature.

This applies to all appliances, including TVs and keyboards and electric shavers. If you can see the postman's breath, rest assured your unit is cold. So this time of year, let's wait at least two hours before we return anything electronic that arrives in the mail. I know that my own personal cassette recorder stops working this time of year after about 20 minutes in the cold. The lubricant thickens and the tape slows to a stop.

As I write this, I wonder how many of the millions of products returned this holiday season were just too cold when tested. Er, please *don't* try to hasten the warming of your unit if you think it's cold. Just wait. ☐

## New Inner Space Anthology now includes C128 Memory Maps

The Complete Commodore Inner Space Anthology is a collection of reference material for Commodore computers. It contains no reading - just page after page of charts and tables, including:

- command summaries for BASIC, COMAL, ML;

- Jim Butterfield's memory maps for the PET, VIC20, C64, C128, and the 4040, 8050 and 1541 disk drives
- machine language monitor commands
- PAL and CBM assembler commands and .opt directives
- addresses of user callable ROM subroutines
- Jim Butterfield's "SuperCharts"
- disk drive file header and sector format information
- SID chip note values
- color codes, video chip data and video memory maps
- character and sprite design templates
- hardware port pinouts and transfer sequences
- IC chip pinouts

It also contains several indirectly related charts and tables:

- sheet music symbols
- note frequencies and chord derivatives
- checking semiconductors with an ohmmeter
- trigonometry rules
- unit to unit conversions (approx. 800)
- geometric area and volume formulae
- periodic table of the elements

The CCISA was originally printed in March 1985. A second print run followed shortly afterward. In August 1986 the film and plates were destroyed in a flood. To make this pressing, each page was re-scanned and touched up. Of the three pressings, the pages in this one have the best black/white contrast yet - in short, they look great! From the U.S.A. - US \$20.00. From Canada - Cdn \$20.00. Outside North America - contact me at "[karlh@inforamp.net](mailto:karlh@inforamp.net)"

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billing company on your invoice will appear as "Attic Typesetting, Inc."

Many who have already ordered have asked for an autographed copy. I'm not sure why anyone would want my scribbly signature on their brand new book, but requests will be humbly honored. ☐

## Ribbons for MPS-802

Ribbons for several Commodore printers are available from MEI Microcenter @ 1-800-634-3478. Listed are ribbons for the MPS-1000, MPS-1200, and 1526/MPS-802 (multi-strike). Ones for the 802 sell for \$2.75 each in packs of 6. ☐

## Commodore Honored With Yet Another Emulator

Power64, a new superb Commodore 64 emulator for MacOS has become available. Power64 emulates all important features of a real C-64 such as:

- MOS 6510 CPU Emulation (incl. Illegal Opcodes)
- VIC (VideoIC) Emulation (Scanline-Based, incl. all Video Modes, Sprites,
- Soft-Scrolling, Raster Interrupts, Sprite Collision, Open Top/Bottom Borders)
- SID (SoundID) Emulation (incl. Waveforms, Envelopes (ADSR), Samples, Ring-Modulation, Synchronization, Samples; excl. Filters, Resonance)
- CIA Emulation (incl. Timers, Interrupts, Time of Day, Alarm)
- Optional Original C64 Keyboard Layout or Macintosh Keyboard Layout
- Joysticks, Paddles, Lightpen emulated
- C1541 Disk Drive emulated (both \*.D64 and \*.X64 files supported)
- Direct Access to Macintosh File System (both \*.C64 and \*.P00 files supported)
- Tape Drive (Datasette) emulated (\*.T64 files)

(Continued on page 12)

## SuperCPU Continued

(Continued from page 2)

```
10 POKE53374,0: POKE53366,0:
POKE53375,0
20 PRINT CHR$(147);
30 FOR I = 1 TO 20
40 : PRINT "HELLO"
50 NEXT
60 POKE53374,0: POKE53367,0:
POKE53375,0
50 END
```

You can also use these methods in machine language programs, but instead of using POKE commands, use one of the store opcodes such as STA, STX or STY to perform the desired change. For example, the assembly code to enable BASIC

Optimization might look like this:

```
STA $D07E ; ENABLE HARDWARE REGISTERS
STA $D076 ; SELECT BASIC OPTIMIZATION
STA $D07F ; DISABLE HARDWARE REGISTERS
```

Since the value stored doesn't matter, you needn't worry about the loading the .A, .X, or .Y register before actually performing the store operations. While the above example uses STA, it could have just as easily used any other store opcode.

A note about graphics: I experienced some weird graphics problems when I was in the optimized mode. When I changed the two tile characters in my font, it didn't readily show up real-time. It was as if I was locked

into the font I entered the optimized mode with. If you find the same problem, I suggest going out of the optimized mode before making changes that don't seem to take.

Rest assured that now that I've finally gotten around to reading my SuperCPU Manual (I couldn't help not reading because it was plug and play), I will optimize LOADSTAR programs to run their fastest. ☐

(Continued from page 11)

## • Printer Emulation (Text only)

For more information check:  
http://www.auto.tuwien.ac.at/~r-rieger/Power64/Power64.html  
Roland Lieger  
Department of Automation  
phone: ++43 1 58801-8192  
Technical University of Vienna  
fax: ++43 1 5863260  
Treitlstr. 1/4  
Email: [rlieger@auto.tuwien.ac.at](mailto:rlieger@auto.tuwien.ac.at)  
A-1040 Vienna

# 1-800 ISPs With Shell Access

So you live out in the boondocks and you want to get on the net. Here are only a few companies that can hook you up. 800 access is more expensive, and/or more restrictive, but some of these companies might have a local access number for you.

**ACM Network Services:** Area/Country Codes: 800, 817, SprintNet. Automated Email: [account-info@acm.org](mailto:account-info@acm.org) Human Email: [account-info@acm.org](mailto:account-info@acm.org) Phone: (817) 776-6876, Fax: (817) 751-7785 URL: <http://www.acm.org/> Services: Shell, PPP, SLIP, WWW. Fees: Vary depending on type of access desired.

**Barrie Connex Inc.:** Area/Country Codes: 705, 800 Automated Email: [info@bconnex.net](mailto:info@bconnex.net) Human Email: [info@bconnex.net](mailto:info@bconnex.net) Phone: (705) 725-0819, Fax: (705) 725-1287 URL: <http://www.bconnex.net/> Services: Shell, SLIP, CSLIP, PPP, ISDN, UUCP, FTP, WWW. Fees: ranges from \$9.95 for 5hrs/mo; including web pages to \$249.95/mo for dedicated dialup. PPP: \$24.95/mo flat rate 56K and higher also available on a distance-based rate and availability

**CERFnet:** Area/Country Codes: 310, 408, 415, 510, 619, 714, 800, 805, 818. Automated Email: [sales@cerf.net](mailto:sales@cerf.net) Human: [sales@cerf.net](mailto:sales@cerf.net) Phone: (800) 876-2373 (619) 455-3900 Fax: (619) 455-3990 URL: <http://www.cerf.net/> Services: Dialup Shell, SLIP, ISDN (local CA and 800 ISDN), 56 Kbps, 128 Kbps, T1, WWW. Fees: Basic account \$20.00 15 hours. \$250 Unlimited

**CyberNET Network (KAPS, Inc.)** Area/Country Codes: 609, 800. Automated Email: [access-sales@cyberenet.net](mailto:access-sales@cyberenet.net) Human Email: [access-sales@cyberenet.net](mailto:access-sales@cyberenet.net) Phone: (609) 753-9840 Fax: (609) 753-9838 URL: <http://www.cyberenet.net/> Services: Dedicated Lease Lines, Static SLIP/PPP, Web Shell, UUCP. Fees: Shell: \$10/month flat fee. SLIP/PPP: As low as \$16.67/month - UNLIMITED ACCESS!! Dedicated: \$60/month FTP/WEB: First 20 MB Free! 56K: \$350/month

**Expressnet.net:** Area/Country Codes: 407, 800, Human Email: [homerrh@expressnet.net](mailto:homerrh@expressnet.net) Ph: (407) 628-4588 (800) 628-9568 Fax: (407) 628-8292 URL: <http://www.expressnet.net/express1.htm> Services: PPP, SLIP, ISDN, dedicated 28.8 dial-up, 56K, Fractional T-1, T-1, E-mail only accounts, Instant Internet for LANs. Web page design department. USENET news. Fees: PPP...\$19.96/m, unlimited, include e-Mail, FTP, Telnet, USENET news, Shell (upon request only). PPP-dedicated dial-up...\$125.00/m, one time start-up fee \$325.00. ISDN...\$475.00/m, One time start-up fee \$625.00. 56K...\$495.00/m, One time start-up fee \$650.00. T-1...\$850.00/m, One time start-up fee \$2,500.00. Web host...\$Call. Notes: Full USENET news feed. Service over UUNET backbone via T3 lines. Local service via T-1 lines. Convention services available (temporary connections) Special rates on annual service. Special rates on network installations.

**Global Enterprise Services, Inc.:** Area/Country Codes: ALL-USA, 800. Automated Email: [market@jvnc.net](mailto:market@jvnc.net) Human Email: [market@jvnc.net](mailto:market@jvnc.net) Phone: (800) 358-4437x7325 (609) 897-7325 Fax: (609) 897-7310 URL: <http://www.jvnc.net/> Services: Shell, SLIP, PPP, ISDN, 56K, 128K, 256K, 512K, T1+ Fees: SLIP: \$35/mo for 20 hrs, \$2.50/hr extra \$29/setup ISDN: \$36/mo. Global 56K: \$9,500/year, \$3,000/setup. Standard 56K: \$4,300/year, \$1,000/setup. Global T1: \$28,500/year, \$5,000/setup Standard T1: \$22,000/year, \$2,500/setup

**Infocom, Inc.:** Area/Country Codes: 317, 800 Human Email: [infocom@infocom.com](mailto:infocom@infocom.com) Phone: (317) 935-6294 Fax: (317) 962-1472 URL: <http://www.infocom.com/> Services: Dial-up SLIP/PPP/Shell Web Page hosting Fees: \$20/month for Dial-up SLIP/PPP/Shell. \$50/month for business ad/web page

**INS Info Services:** Area/Country Codes: 319, 402, 515, 712, 800. Automated Email: [info@netins.net](mailto:info@netins.net) Human Email: [info@netins.net](mailto:info@netins.net) Phone: (515) 830-0110 (800) 546-6587 Fax: (515) 830-0345 URL: <http://www.netins.net/>

Services: PPP, SLIP, Shell, uucp, WWW, leased lines (56K - T1) Call for pricing

**Internet Oklahoma:** Area/Country Codes: 405, 800, 918, 602, 800. Automated Email: [support@ionet.net](mailto:support@ionet.net) Human Email: [support@ionet.net](mailto:support@ionet.net) Phone: (405) 270-0999 (800) 360-5183 Fax: (405) 721-4861 URL: <http://www.ionet.net/> Services: Shell, SLIP, PPP, ISDN. Fees: SLIP/PPP: \$25/setup, \$28.95/month flat fee

**InterNetwork Services:** Area/Country Codes: 507, 612, 320, 218, 800. Automated Email: [info@inet-serv.com](mailto:info@inet-serv.com) Human Email: [support@inet-serv.com](mailto:support@inet-serv.com) Ph: (612) 391-7300 (800) 488-7456 Fax: (612) 391-7309 URL: <http://www.inet-serv.com/> Services: Shell, SLIP, PPP, UUCP, 56K, FT1, T1 Fees: \$19.95 - dynamic SLIP/PPP w/shell (unlimited time) \$34.95 - static SLIP/PPP w/shell (unlimited time) \$300 setup/\$99.95 monthly dedicated V.34 port \$100 setup/\$34.95 monthly virtual domain www server USWest FR in MN/ND/SD MCI FR in USA

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**IONET:** Area/Country Codes: 405, 800, 918. Automated Email: [support@ionet.net](mailto:support@ionet.net) Human Email: [support@ionet.net](mailto:support@ionet.net) Phone: (405) 721-1580 Fax: (405) 721-4861 URL: <http://www.ionet.net/> Services: Shell, SLIP, PPP all v.34/v.fc

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\$19.95/mo flat rate. Includes SLIP/PPP access. First month is only \$5. Shell: \$19.95/mo flat rate (\$17.50 credit card rate) \$30/setup. 56K: \$400/mo, T1: \$1,000/mo, UUCP: \$75/mo

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**ThePoint Internet Services, Inc.:** Area/Country Codes: 317, 502, 800, 812. Automated Email: [mikeb@thepoint.net](mailto:mikeb@thepoint.net) Human Email: [mikeb@thepoint.net](mailto:mikeb@thepoint.net) Phone: (812) 246-7187 Fax: (812) 246-7187 X 2222 URL: <http://www.thepoint.net/> Services: Shell, WWW, SLIP, PPP, ISDN, leased lines 56K-T1

**United States Internet, Inc.:** Area/Country Codes: 423, 615, 901, 502, 205, 800. Human Email: [info@usit.net](mailto:info@usit.net) Phone: (800) 218-USIT (423) 522-6788 (615) 259-2006 (901) 681-0034 (205) 945-1969 (423) 267-9050 (901) 424-4600 Fax: (423) 524-6313 (615) 259-2261 URL: <http://www.usit.net/> Services: Dialup 28.8, Shell, SLIP, PPP, UUCP, 64/128 ISDN Dedicated 28.8, SLIP, PPP, ISDN 64/128 Kbps, T-1 Fees: 1-10 Shell/SLIP/PPP, \$29.95 sign-up, 15 hours, \$1/hour credit card (\$9.95/mo), 10 MB space, Personal WWW page, 800 surcharge \$0.125/min. 1-40 Shell/SLIP/PPP, \$29.95 sign-up, unlimited hours, credit card (\$19.95/mo) check/cash (\$24.95/mo), 10 MB space, Personal WWW page 800 surcharge \$0.125/min. Notes: WWW Design, Hosting & Co-Location Software: Buffet™ Internet Suite, Netscape Security Firewalls & Proxy Servers Hardware: Ascend, Cisco, ADC Kentrox

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(Continued from page 4)

because they were first, and in part because of the problems, perceived or real, with SyQuest drives. Some computers are now sold with internal Zip drives. Iomega has begun to license Zip technology and other companies are now making Zip drives and media. The competition is also driving down the cost of the drives and media. SyQuest media is only available from one source: SyQuest. If they go belly up you won't have a source of media. The lack of competition also means the SyQuest price for a cartridge is the same now as it was a year ago.

The second thing to consider is how will you use the drive. If you connect your Zip or SyQuest drive as illustrated in Commodore World #7, you will encounter problems. Specifically, all cartridges must be partitioned the same, partitions on your HD become next to impossible to delete, the data will not be portable (visible on somebody else's CMD HD even if you loan them your cartridge & drive), and some space will have to be wasted on both your HD and the cartridge drive. On the other hand, this is the easiest way to hook the drive up. If you daisy chain the removable drive to the CMD HD, either the SyQuest or the Zip will work.

If you want a way around these problems, your only choice is to replace your hard disk with the removable drive. That makes DOS and the partition tables unique to each cartridge. The disadvantage here is you will not be able to chain any other device to the CMD controller without encountering the same problems as above. On the other hand, you don't have to either. Insert a new cartridge and voila! You've just increased your storage space. In theory, you can use either the Zip or the SyQuest drive to replace your HD. However, Iomega did something really stupid, I mean *really* stupid, with their SCSI Zip drives. The SCSI ID is only selectable to

6 or 7. The CMD HD requires a SCSI ID 0 to boot. That leaves the SyQuest as your only choice to replace the hard disk. Zip clones may cure this, but I am not aware of any that have.

Well, hope you both had a happy Thanksgiving, and hope you will have a merry Christmas.

Mike Neus  
Neus@ti.com

**Jeff:** thanks for all the neat info. Before I added your letter to the letters page, I had my Power Programming column all laid out on this page. You killed it single-handedly, which I'll have to get you for somehow. Thanks, nonetheless. I have to admit that I don't know much about my Zip Drive, even though I use it without a hitch. I phoned Doug Cotton at CMD and got the low down from him. Doug Cotton told me that of course other SCSI devices would work when chained to the CMD drive, but the SyQuest presented the least number of problems. I could have mentioned that, but as always, I'm out of space in this darned newsletter. ☐

## Notes About SuperBOS From Usenet From Craig Bruce

*Donovan Dyer wrote: Seems a few weeks ago, I read a note about someone I think in CA. working on a completely new OS for C= equipped with the SuperCPU. I was talking to a friend yesterday, and mentioned it, and he never heard of it. I'm not talking about the new GEOS program Maurice is working on, and not ACE. Something else along the same lines, but for the SuperCPU. Anyone recall this post?*

Well, if I'm the only one, then I guess that Donovan is referring to me.

What I have done is take the microkernel code that I developed for C= Hacking #10 (I think) and I have changed it for use with the SuperCPU, and I have changed the design from one that uses message passing to one that uses shared libraries and mutual exclusion (which is mind-bogglingly efficient in this environment). You can look at the code for yourself at (the "application" portion is still unconverted):

<http://ccnga.uwaterloo.ca/%7ecsbuce/sbos.s>

However, I kind of ran into a stumbling block in that I don't have an assembler to assemble 65816 code. So, I have done some work toward making the ACE assembler support a 65816 mode, but now I'm thinking that I would rather make a cross assembler to run on my Linux box. It's a big job, but it's a very well defined one that I could do in a weekend if I got into it. But, of course, I am working on other things, too, like finishing my degree.

Keep on Hackin'!

-Craig Bruce  
csbruce@ccnga.uwaterloo.ca  
<http://ccnga.uwaterloo.ca/~csbruce/>

"Everything you read in the newspaper is absolutely true, except for the rare story of which you happen to have first-hand knowledge." -- unknown

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## Junk Email

(Continued from page 1)

I'm not against junk mail. I've found a lot of my junk mail informative and have joined clubs and purchased hundreds of dollars worth of merchandise through catalogs that arrived as junk mail, but rarely do I receive something in my real mailbox that is clearly a scam — and an old tired scam like the chain letter pyramid scheme. The type of snail mail scam I'm used to is the old, "You've won a piece of crap from us. Now send us \$100.00 for your *free* prize's shipping and handling." Frankly every scam is an insult to my intelligence, and if I received a snail mail scam like this every week or every day, I would be active against it, too. I receive scam Email at least once per week, sometimes many times in one day, and you can't surf the newsgroups without seeing two or three scams or someone trying to sell you porn — legal or not.

Surely the net can't be made up of the worst that civilization has to offer. But constantly I am exposed to sexism, racism, classism, regionalism, and pitiful flim flam artistry the likes of which I've never conceived. I was in a religious forum last month and some idjit uploaded the most kinky image of a man and woman you could imagine. This person took time out of his day just to annoy people whom he probably thought would faint when they saw it. But this stuff is so prevalent that even there no one commented.

Should the net be censored? Maybe not, but I think that spamming (posting one post to a bunch of newsgroups, some of which might be offended) and Emailing people you don't know should be taken more seriously. ☐

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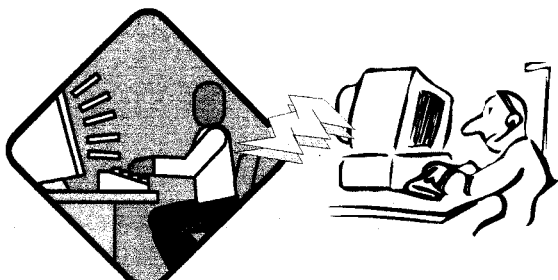
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